Starships D20 / Incom/Subpro Z-95SF Headhu

Z-95SF Headhunter Strike Fighter

The Z-95SF is a strike starfighter variant of the aging Incom/Subpro Headhunter series. The SF-model features a larger sensor array and a well-designed heads-up display, as well as the addition of an infrared designation pod meant to be used in tandem with laser-guided bombs for precision surgical strikes.

The Imperial Navy maintains a small unit of Z-95SF's on board selected fighter carriers in the Mid- and Outer-Rims. While the original Headhunter is relatively out-classed by more modernized starfighters, the Z-95SF is used to support covert operation units through the use of carefully coordinated laser-guided bomb strikes.

In addition to improved avionics and weaponry, the Z-95SF features more powerful engines and an advanced electronic control response system allowing the fighter to have increased power and maneuverability, especially in atmospheric conditions. Catheros-Merkin, a prime Imperial engine contractor, designed a specialized sublight engine that allows the Z-95SF to have remarkable speed and thrust capabilities, and an amazing climb rate.

The SF-model features two laser cannons, which are usually used in a defensive role against other starfighters. Five ordnance hardpoints support the brunt of the Z-95SF's offensive capabilites. In a covert strike role, one hardpoint is usually occupied by a laser guided bomb and another by a fuel tank.

While on LGB strike missions, the Z-95SF can designate its ground targets from either the fighter's own laser pod or by soldiers on the ground equipped with a laser-designation device. The effect of these strikes has been devastating, with the silent and unforseen destruction of entire city sections and military installations.

Craft: Incom/Subpro Z-95SF Headhunter Strike Fighter
Class: Starfighter
Size: Tiny (12.3 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 90 kg
Consumables: 1 day
Cost: 165,000 (new; black market only)
Maximum Speed In Space: Ramming (9 squares/action)
Atmospheric Speed: 1,050 km/h (17 squares/action)

Crew: 1 (Skilled +4)
Initiative: +8 (+4 size, +4 crew)
Maneuver: +8 (+4 size, +4 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 30 (DR 5)
Hull Points: 110 (DR 5)
Weapons:
2 Laser Cannons
Fire Arc: Front
Attack Bonus: +9 (+4 size, +2 crew, +3 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
5 Ordnance Hardpoints
Fire Arc: Front
Attack Bonus: Varies
Damage: Varies
Range Modifiers: Varies
Notes: The Z-95SF can be fitted with various ordnance within the fighter's weight limits, including numerous free-fall and guided bombs, grenade launchers, concussion missiles, rocket pods, range-enhancing fuel tanks, etc.
Laser Designation Pod
Fire Arc: Front
Attack Bonus: +7 (+4 size, +2 crew, +1 fire control)
Range Increments: 700 m
Effect: Adds +5 to Fire Control when used with a laser-guided bomb. Ground troops with laser designating equipment may also "paint" a target for the fighter, which provides the same bonus. If no designator is used to mark the target while using a laser-guided bomb, Fire Control is +0.

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